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Fallen Empires™

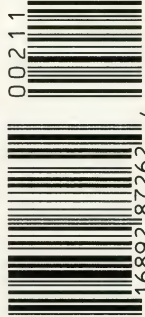
On The
World of

MAGIC™

The Gathering™



DIRECT SALES



TWO DECADES AGO SCIENTISTS SENT A MESSAGE TO SPACE...
THIS... IS THE REPLY.



S P E C I E S

BE INTRIGUED. BE SEDUCED. BE WARNED.

METRO GOLDWYN MAYER PICTURES PRESENTS A FRANK MARCUSO, JR. PRODUCTION A ROGER DONALDSON FILM STARRING BEN KINGSLEY MICHAEL MADSEN ALFRED MOLINA
FOREST WHITAKER "SPECIES" MARG HELGENBERG AND ANASTASIA HENSTRIDGE COSTUME DESIGNER H. R. GIGER MUSIC BY CHRISTOPHER YOUNG VISUAL EFFECTS BY RICHARD EDLUND
EDITED BY DENNIS FELDMAN PRODUCTION DESIGNER FRANK MARCUSO, JR. EXECUTIVE PRODUCERS DENNIS FELDMAN AND ROGER DONALDSON



Visit the SPECIES Site at the INTERNET
<http://www.mgm.com/species>

READ THE DARK HORSE COMIC BOOK

JULY 7

READ THE BANTAM BOOK



Nations Asunder

In the depths of Forest Havenwood, mere SECONDS after the Farrelites sprang their TRAP on Tymolin and Tev Loneglade...

...the Master Scout LOREN has become the VICTIM of a trap of another sort!

Morgan, advisor to the King of the ELVEN EMPIRE, has arranged for Loren to be TORN APART by THALLIDS -- creatures born of Elvish SORCERY.

*Writers- Kevin Maples & Jeff Gómez
Penciller- Alex Maleev
Inker- Rodney Ramos
Painted Color- Michael Tuccinard
Letterer- Adam Niedzwiecki
Story Assist- John Tynes
Editor- Tony Bedard
Editor-in-Chief- Bob Layton*

Cover Painting by Anson Maddocks

Such WOULD certainly have been the case...



...Were it not for
LONEGLADE, whose
BLOOD is coming to
a BOIL.

MY PERSON
ASSAULTED, THE
PLANES THEMSELVES
REJECTING ME--
EVEN THE BEASTS
ARE WITHOUT HONOR
THIS NIGHT!

STILL, THAT
POOR SOUL DOES
NOT DESERVE
HIS FATE.

I AM WEARY OF
DODGING BATTLE--
THESE ELF-MADE
ABOMINATIONS
SHOULD PROVIDE OIL
FOR MY RUSTED SKILLS

WHEN I WAS A CHILD,
MY SISTER TYMOLYN
WOULD WATCH OVER ME
AS I PLAYED ON THE
SHORES OF SARPADIA.



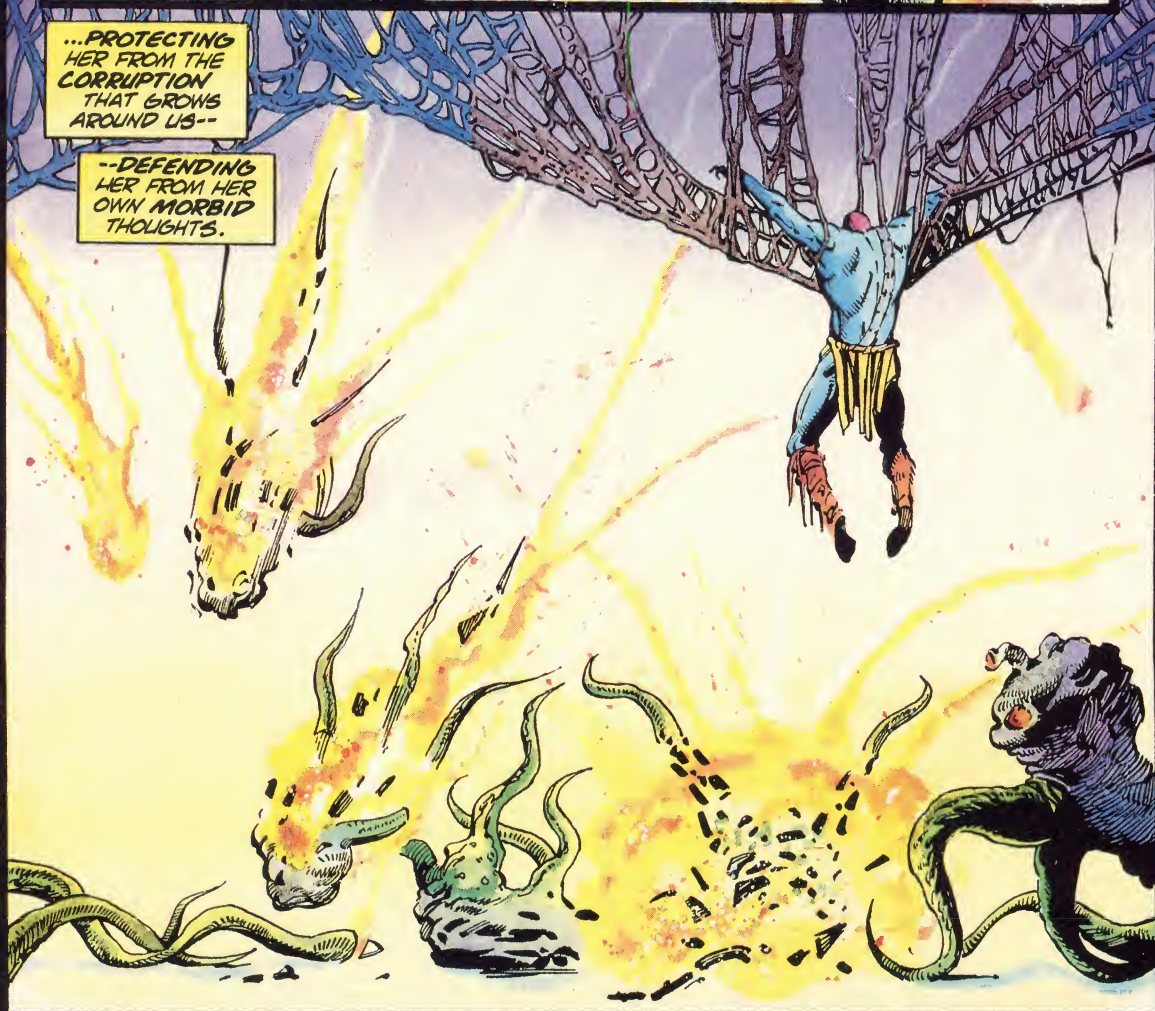
WHEN I FELL AND HURT
MYSELF, SHE WAS ALWAYS
THERE TO NURSE MY WOUNDS.

BUT FOREVER MORE,
IT IS I WHO WILL BE
NURSING HER...



...PROTECTING
HER FROM THE
CORRUPTION
THAT GROWS
AROUND US--

--DEFENDING
HER FROM HER
OWN MORBID
THOUGHTS.





PERHAPS WE NOW
AGREE ABOUT THIS
WORLD, TYM...



...PERHAPS THE DARK
TIMES TO COME ARE NOT
FIT FOR THE EYES OF
INNOCENTS TO SEE.



BE
STRONG,
SISTER.



A BLAST FROM THE PAST.



X-O MANOWAR. IN JULY.



**51 & 52: EYE FOR AN EYE. X-O RETURNS WITH A VENGEANCE.
BY BART SEARS, ANDY SMITH & RON MARZ.**



YOU LOOK
AS IF YOU'RE
SORRY
FOR THEM.

GRATITUDE
WOULD BE MORE
ACCEPTABLE.



GRATITUDE? YOU
CAN'T **FAULT** THE
THALLIDS FOR THEIR
FEROCITY.

THEIR **CREATORS**
WANT THEM ALL DEAD
SIMPLY BECAUSE
THEY'VE DEVELOPED
THE CAPACITY TO
THINK!



THEY'RE
FIGHTING
AGAINST
GENOCIDE!

I COULDN'T CARE
LESS. HAD IT BEEN
YOUR PEOPLE ASSAULTING
A LONE THALLID...

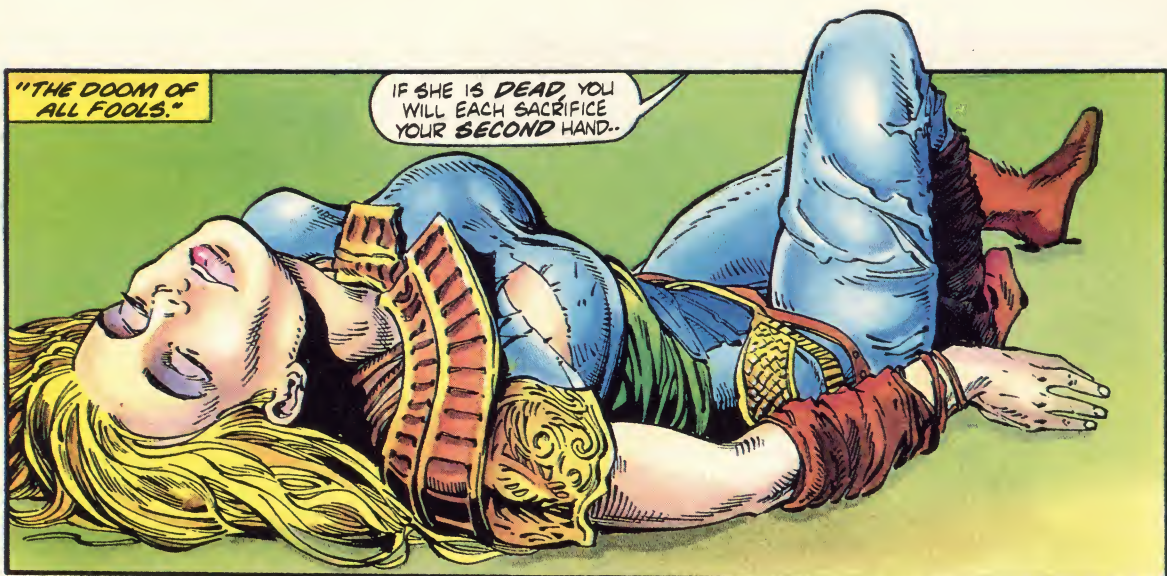
...IT WOULD BE
YOUR KINDRED WHO
NOW LIE DYING.



WHAT
ARE
YOU?

"THE DOOM OF
ALL FOOLS."

IF SHE IS DEAD, YOU
WILL EACH SACRIFICE
YOUR **SECOND** HAND..



--FROM THE
SHOULDER
DOWN.

ASHAMED
AS I AM TO ADMIT
IT, KILLING HER
WOULD BE FAR
TOO DIFFICULT.



SHE FIGHTS
LIKE A
VETERAN.

SHE IS A
VETERAN...BUT
TO FARREL SHE
IS MUCH, MUCH
MORE.

SHE SLEW
TWO OF OUR
BRETHREN,
VAYLESH. WHAT
IS SHE TO THE
EBON HAND?

BAIT.



GET HER ON THE **WAGON**.
WE HAVE **FAR** TO TRAVEL.



Elsewhere in
Havenwood,
just before
dawn.

I WOULD SURROUND
MYSELF WITH WARRIORS,
RIGHTEOUS AND **PURE**. BUT
INSTEAD, I AM DROWNING IN
A SEA OF IMBECILES!

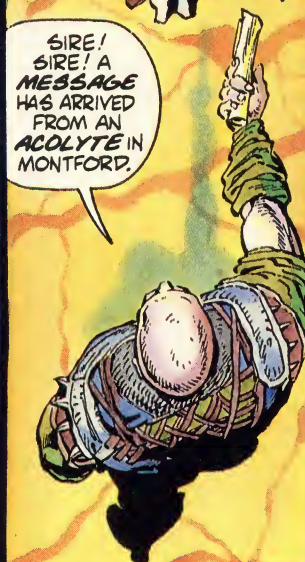


ONE EVENING'S
PENANCE FOR THE
DESTRUCTION OF MY
MANTLE AND LOSING
TYMOLYN LONEGLADE
WON'T **SUFFICE**,
SIANNA.

I **KNOW** THAT,
FATHER FARREL, AND
I'M SORRY. OUR SCOUTS
HAVE **NOTHING** TO
REPORT THIS FAR.



SIRE!
SIRE! A
MESSAGE
HAS ARRIVED
FROM AN
ACOLYTE IN
MONTFORD.



PREPARE MY
PERSONAL
GUARD. I HAVE
AN **APPOINTMENT**
THIS
EVENING.

The battle begins . . .

ICE AGE™



In the frozen wilderness of the Ice Age,
you will face powerful wizards,
battle savage beasts,
and encounter heroic warriors.

Ice Age™ is an all-new environment that can be played as a stand-alone trading card game or as an expansion for *Magic: The Gathering™*.

MAGIC
The Gathering™

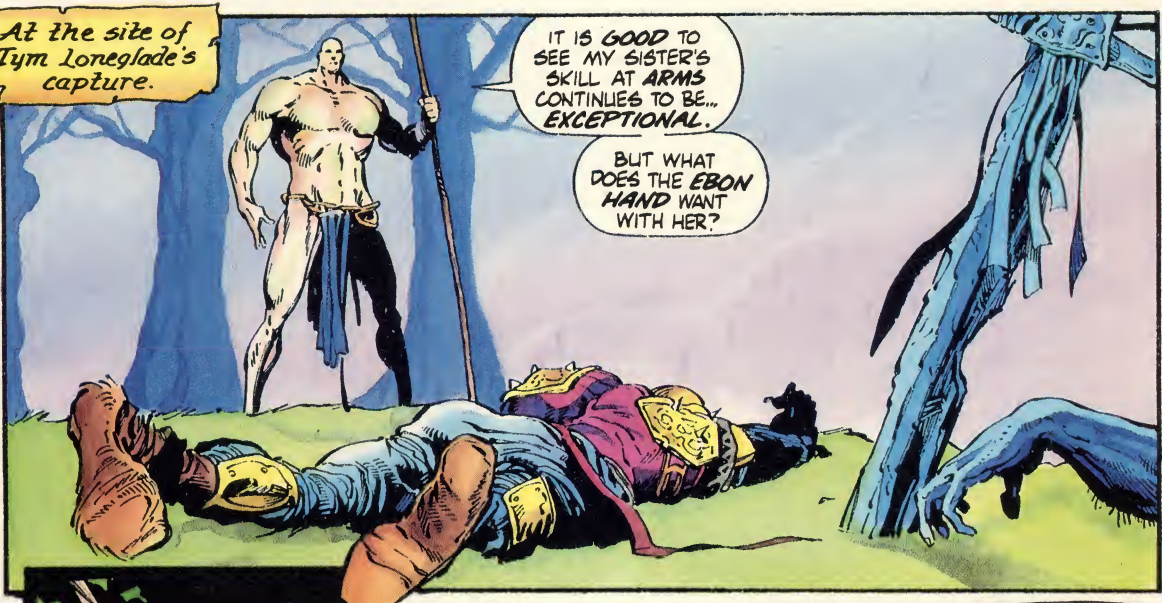
Summer '95

60-card starter deck \$7.95 • 15-card booster pack \$2.45

Wizards
OF THE COAST

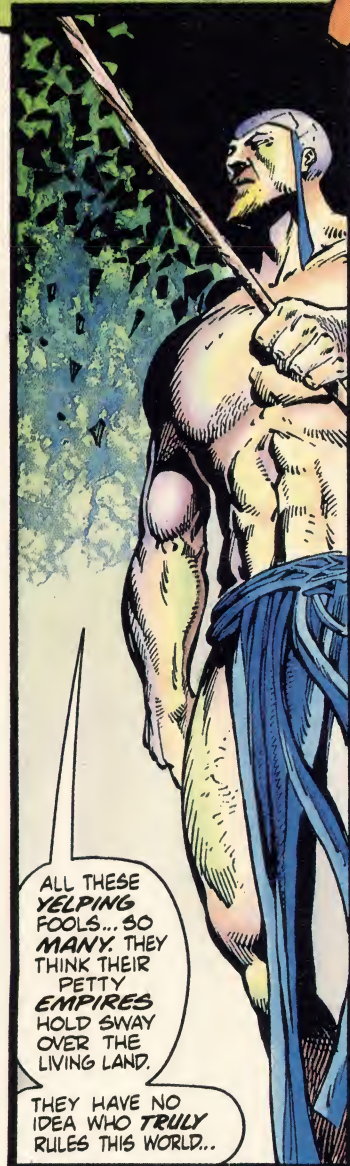
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At the site of
Tym Loneglade's
capture.



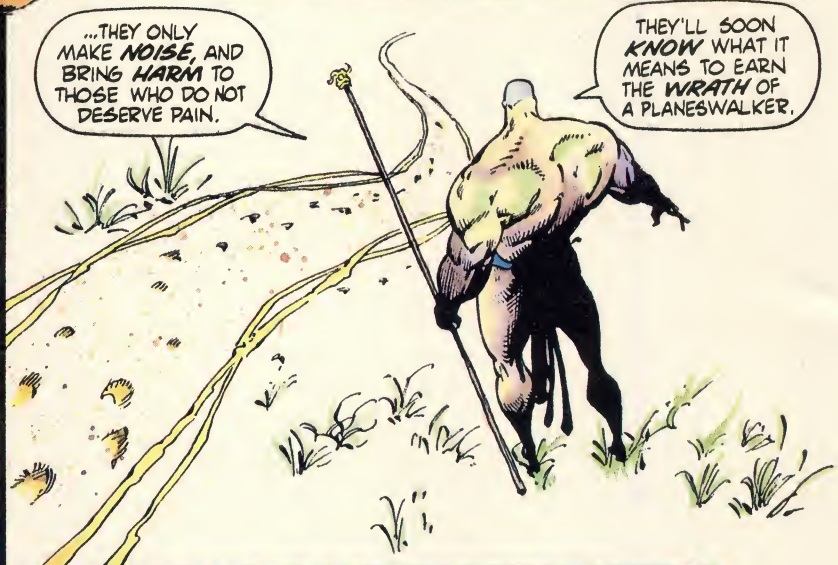
IT IS **GOOD** TO
SEE MY SISTER'S
SKILL AT **ARMS**
CONTINUES TO BE...
EXCEPTIONAL.

BUT WHAT
DOES THE **EBON**
HAND WANT
WITH HER?



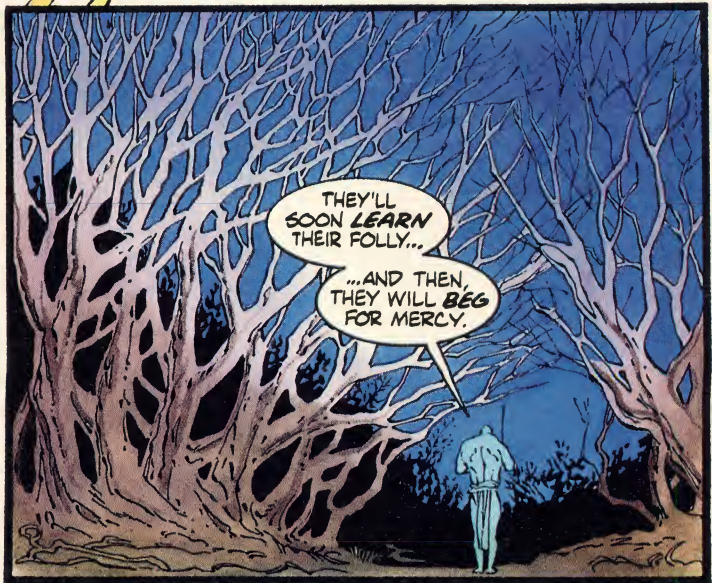
ALL THESE
YELPING
FOOLS... SO
MANY. THEY
THINK THEIR
PETTY
EMPIRES
HOLD SWAY
OVER THE
LIVING LAND.

THEY HAVE NO
IDEA WHO **TRULY**
RULES THIS WORLD...



...THEY ONLY
MAKE **NOISE**, AND
BRING **HARM** TO
THOSE WHO DO NOT
DESERVE PAIN.

THEY'LL SOON
KNOW WHAT IT
MEANS TO EARN
THE **WRATH** OF
A PLANESWALKER.



THEY'LL
SOON **LEARN**
THEIR FOLLY...

...AND THEN,
THEY WILL **BEG**
FOR MERCY.

Twilight, on the outskirts of the Elven Empire.

WHERE IS YOUR PRIDE NOW, TRAITOR?

AHHH!

MORGAN!
WHAT ARE YOU DOING?

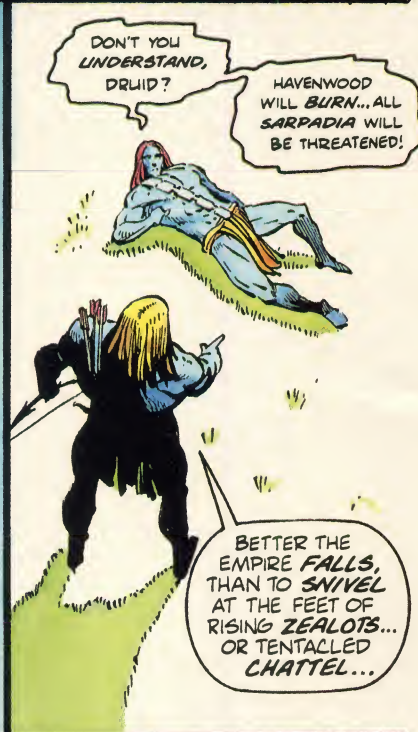
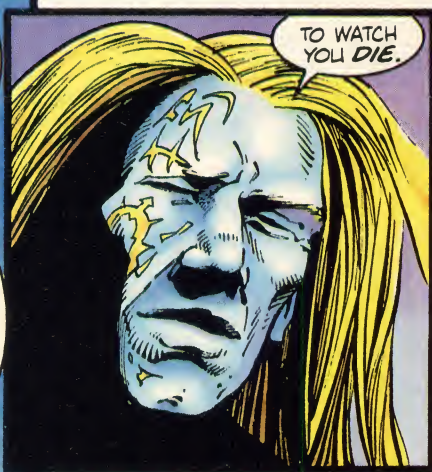
THE SYMPATHY COURSEING THROUGH YOUR VEINS IS NOW REPLACED BY POISON.

YOU WILL NOT HAVE ANOTHER OPPORTUNITY TO BETRAY OUR PEOPLE.

WHY, MORGAN? WHAT DO YOU WANT?

THREE THINGS.

FIRST, TO REVEAL TO OUR PEOPLE THAT YOU ARE A TRAITOR, TOPPLING YOU AND YOUR ANCESTRY FROM OUR KING'S FAVOR-- FOREVER.



*Under the twin
moons of Dominaria,
in the encampment
of the Ebon Hand.*

PRIESTESS
VAYLESH--THE
DRUGS HAVE
WORN OFF.

THE
WARRIOR HAS
AWAKENED.

GOOD
EVENING,
TYMOLIN
LONEGLADE.



...IT'S TOO **BAD** WE
COULD NOT HAVE MET
UNDER **BETTER**
CIRCUMSTANCES--YOU
ARE AN **ADMIRABLE**
WOMAN.

SAVE
FOR YOUR
TASTE IN
MEN.

YET HERE YOU ARE,
A TINY **SPRING** IN A
CLOCKWORK **DRAGON**--
NOTHING MORE THAN
BAIT TO ATTRACT
SOME **FROTHING**
BEAST.

FREE ME,
VAYLESH. YOU
AND **FARREL**
ARE WASTING
TIME FIGHTING
AMONGST
YOURSELVES
--**GREATER**
FORCES
THREATEN
US ALL.

REASON
WITH HIM,
PRIESTESS.

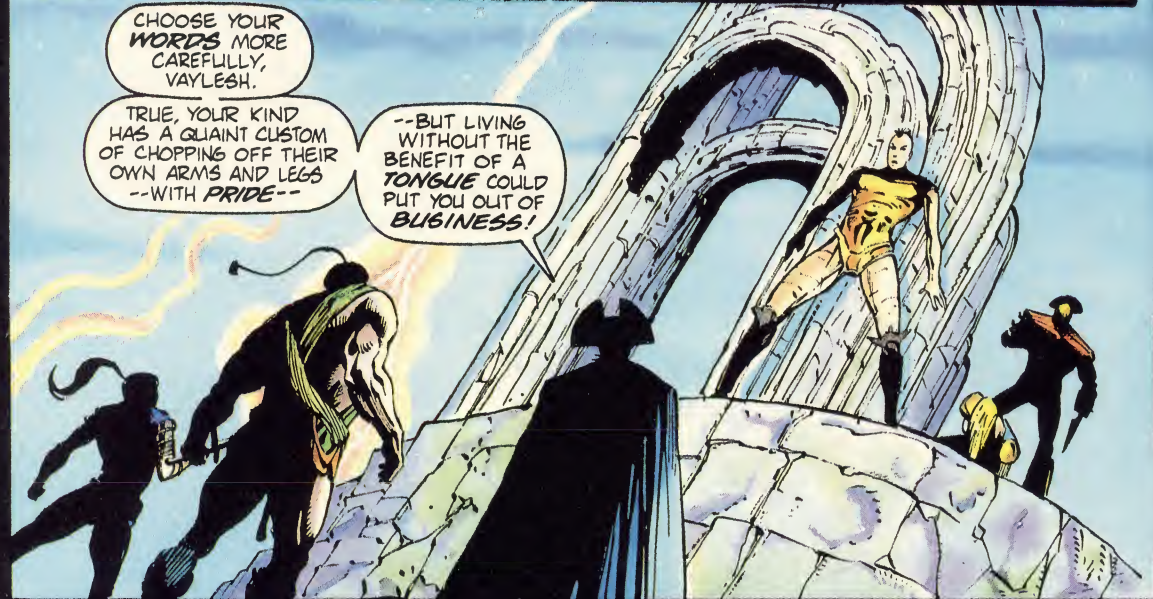
FARREL'S
CHARISMA
CAN MOVE
ICATIA'S
LEADERSHIP TO
JOIN THE **ELVES**
AND YOUR ORDER
AGAINST THE
APPROACHING
HORDES.

JUST THIS
ONCE, LET'S
THINK OUR
WAY OUT OF
CALAMITY.

SORRY,
LONEGLADE--

--I WON'T
ENJOY **KILLING**
THE ONLY THING
FARREL EVER LOVED
NEARLY AS MUCH
AS I'LL ENJOY
KILLING HIM.

YOUR
CHARISMATIC
SWEETHEART KNOWS
NOTHING ABOUT
US--AND YET HE
WOULD **MURDER**
OUR GOD, IF HE
COULD.



WE WANT YOUR OPINION

1. How many comic books do you buy?

Specify Number Below:

Per week _____ Per month _____

2. How Many Valiant comic books do you buy each month?

3. From which companies listed below do you buy at least two titles a month?

- | | |
|-------------------------------------|--|
| ☐ Marvel | ☐ Malibu |
| ☐ DC | ☐ Topps |
| ☐ DC Vertigo | ☐ Image |
| ☐ Harris | ☐ Valiant |
| ☐ Dark Horse | ☐ Others: _____ |

4. What other non-Valiant comics do you read regularly each month?

(name your three favorites in order of preference)

1. _____
2. _____
3. _____

5. What is your favorite character in the Valiant universe?

6. Who is your favorite Valiant character that does not have his/her own title?

7. How many years have you been reading and collecting comics?

- ☐ 1-2 years ☐ 3-5 years ☐ 6 or more years

8. How often do you visit comic book stores?

- ☐ Once a week or more ☐ Twice a month
- ☐ Once a month ☐ 3 times or less per year

9. Do you own or plan to own or buy any of the following video game systems?

Own:

Plan To Buy:

- | | |
|---------------------------------------|---------------------------------------|
| ☐ NES | ☐ Sega CD |
| ☐ Super NES | ☐ Atari Jaguar |
| ☐ Game Boy | ☐ Sega 32X |
| ☐ Genesis | ☐ 3DO |
| ☐ Sega CD | ☐ Philips CDi |
| ☐ Game Gear | ☐ JVC X-EYE |
| ☐ Sega 32x | ☐ Game Gear |
| ☐ Atari Jaguar | ☐ Genesis |
| ☐ 3DO | ☐ Atari Lynx |
| ☐ Philips CDi | ☐ Super NES |
| ☐ JVC X-EYE | ☐ Game Boy |

- | | |
|---|--|
| ☐ Atari Lynx | ☐ Amiga CD 32 |
| ☐ Sony Playstation | ☐ Sega Saturn |
| | ☐ Nintendo Ultra 64 |

10. How many video games do you buy?

- ☐ None ☐ 1-3 per year ☐ 4-11 per year

11. What, if any, type of video games do you play?

- | | |
|---|---------------------------------------|
| ☐ Action/Adventure | ☐ Role playing |
| ☐ Sports | ☐ Movie based |
| ☐ Fighting | ☐ Arcade based |
| ☐ Shooting | ☐ Comic based |
| ☐ Driving | ☐ Other _____ |

12. How often do you visit video game arcades?

- ☐ 1 time or less per month ☐ 2 times per month
- ☐ 1-2 times a week ☐ 3-5 times per week

13. How often do you rent video games?

- ☐ 1 time or less per month ☐ 2 times per month
- ☐ 1-2 times a week ☐ 3-5 times per week

14. How many computer games do you buy per month?

- ☐ None ☐ 1-3 per year ☐ 3-5 times per year

15. What, if any, type of PC games do you play

- | | |
|---|---------------------------------------|
| ☐ Action/Adventure | ☐ Role playing |
| ☐ Sports | ☐ Moviebased |
| ☐ Fighting | ☐ Arcade based |
| ☐ Shooting | ☐ Comic based |
| ☐ Driving | ☐ Other _____ |

16. Do you own or plan to buy any of the following computer items?

Own

Plan to buy:

- | | |
|--------------------------------------|--------------------------------------|
| ☐ Modem | ☐ Modem |
| ☐ CD-ROM | ☐ CD-ROM |
| ☐ PC Joystick | ☐ PC Joystick |
| ☐ Soundcard | ☐ Soundcard |

17. Do you buy trading cards?

- ☐ Yes ☐ No

18. If yes, what types of cards do you usually buy?

- ☐ Non-Sports ☐ Sports

19. If yes, how many packs do you buy?

- ☐ 1-2 packs per month or less
- ☐ 1-4 packs per week
- ☐ 5 or more packs per week

20. Which type of music do you listen to?

- | | |
|--------------------------------------|--------------------------------------|
| ☐ Heavy Metal | ☐ Rap |
| ☐ Alternative | ☐ Dance |
| ☐ Rock | ☐ Jazz |
| | ☐ Other _____ |

21. How Many CDs, Records, or Tapes do you buy?

- ☐ 10 or more per month
☐ 5-9 per month
☐ 1-4 per month or less

22. Which of the following cable services do you get in your household?

- ☐ Heavy Metal ☐ TNT
☐ ESPN ☐ Fx
☐ ESPN2 ☐ Cartoon Network
☐ TBS ☐ Pay Per View
☐ MTV ☐ Sci Fi Channel
☐ Nickelodeon ☐ The Box
☐ HBO ☐ BET
☐ Other: (Please Specify) _____

23. How many pairs of sneakers have you bought in the past year?

- ☐ 1-2 pairs ☐ 3 or more

24. Have you bought something through mail order/catalogs in the past year?

- ☐ Yes ☐ No

25. If yes, which of the following have you sent for?

- ☐ Records/Tapes/CDs ☐ T-Shirts/Shorts
☐ Comics ☐ Trading Cards
☐ Video Games ☐ Music Videos
☐ Clothing ☐ Computer Software
☐ Computer Hardware
☐ Other: (Please Specify) _____

26. What are your favorite sports?

- ☐ Basketball ☐ Soccer
☐ Football ☐ Skateboarding
☐ Baseball ☐ Roller Blading
☐ Hockey ☐ Snow Boarding
☐ Martial Arts ☐ Surfing
☐ Biking ☐ Skiing
☐ Other: (Please Specify) _____

27. How often do you go to the movies?

- ☐ Twice a week ☐ Once a week
☐ Twice a month ☐ Once a month
☐ Once a year ☐ Never

28. How often do you rent movies?

- ☐ Twice a week ☐ Once a week
☐ Twice a month ☐ Once a month
☐ Once a year ☐ Never

29. What types of movies do you watch?

- ☐ Sci-Fi ☐ Comedy
☐ Horror ☐ Drama
☐ Action/Adventure

30. How many people read each issue of your Valiant comic?

31. What are your three favorite television shows?

1. _____
2. _____
3. _____

32. Which of the following products do you use?

- ☐ Skin Preparation ☐ Deodorant
☐ Shampoo ☐ After-Shave/Cologne
☐ Gel or mousse

33. What is your favorite candy?

PLEASE COMPLETE THIS SURVEY (IT'S OK TO PHOTOCOPY IT) AND MAIL IT TO US NO LATER THAN JULY 31, 1995...AND YOU'LL AUTOMATICALLY BE ENTERED IN A DRAWING TO WIN A FREE PRIZE FOR JUST TELLING US ABOUT YOURSELF, OUR VALUED ACCLAIM COMICS READER. GRAND PRIZE...5 WINNERS WILL BE RANDOMLY SELECTED TO WIN ACCLAIM'S HOT NEW VIDEO GAME NBA JAM TOURNAMENT EDITION.

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WE WANT YOUR OPINION
C/O ACCLAIM COMICS, INC.
275 SEVENTH AVENUE
NEW YORK, NY 10010**

NAME _____
HOME ADDRESS _____
CITY _____ STATE _____ ZIP _____
PHONE NUMBER _____
DATE OF BIRTH ____/____/____

No purchase necessary. Drawing is open to anyone except employees of Acclaim Entertainment, Inc., and their immediate families. One entry per person. Survey and entry form may be photocopied. Void where prohibited or restricted by law. All Federal, State and local laws apply. Entries become sole property of Acclaim Comics, Inc., and cannot be returned. No cash equivalent or substitute prize is offered. The prize will be awarded in the name of the winner and is not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules thereof. Taxes, if any, are the sole responsibility of the prize winner. All entries must be received at contest headquarters no later than July 31, 1995. Winners will be selected in a random drawing conducted by Acclaim Comics, Inc., on or about September 31st. Acclaim Comics, Inc., is not responsible for lost, late, misdirected or mutilated entries. To receive a list of prize winners, available after November 31st, send stamped self-addressed envelope to: We want Your Opinion C/O Acclaim Comics, Inc. 275 Seventh Avenue New York, NY 10001



HAS IT
OCCURRED
TO ANYBODY
THAT I'M TIED
UP?

MY
CHILDREN!

WITNESS THE
FAIR "TYMOLYN"...
AS DEEPLY IN
LEAGUE WITH THESE
DEMONS AS WE
COULD HAVE
FEARED!

BEHIND THE
PRIESTESS, SIR

IT'S TYM
LONEGLADE!

I KNOW
THAT YOU WANT
HER, FARREL. WHAT
WILL YOU OFFER
ME FOR HER
LIFE?

...
CLEARLY THE
SITUATION
HAS GROWN...
COMPLEX.
I ASK FOR A
MOMENT TO
SPEAK WITH
TYMOLIN.

FINE, KEEP
IT BRIEF. ONE
UNJUSTIFIED
MOVE, AND WE
WILL SEE WAR.

ON MY
WORD, KILL
EVERYONE
BUT THE
GIRL.

I WANT THIS
FINISHED
QUICKLY.

OLIVER, YOU **IDIOT**--
YOU'RE GOING TO GET
US BOTH **KILLED**.

YOU CAN'T
HONESTLY EXPECT
YOUR PEOPLE TO THINK
I'M **TOURACH**, NOW!

PLEDGE YOUR
HEATHEN SOUL
TO ME, AND I'LL
LOOSE YOUR
BONDS.

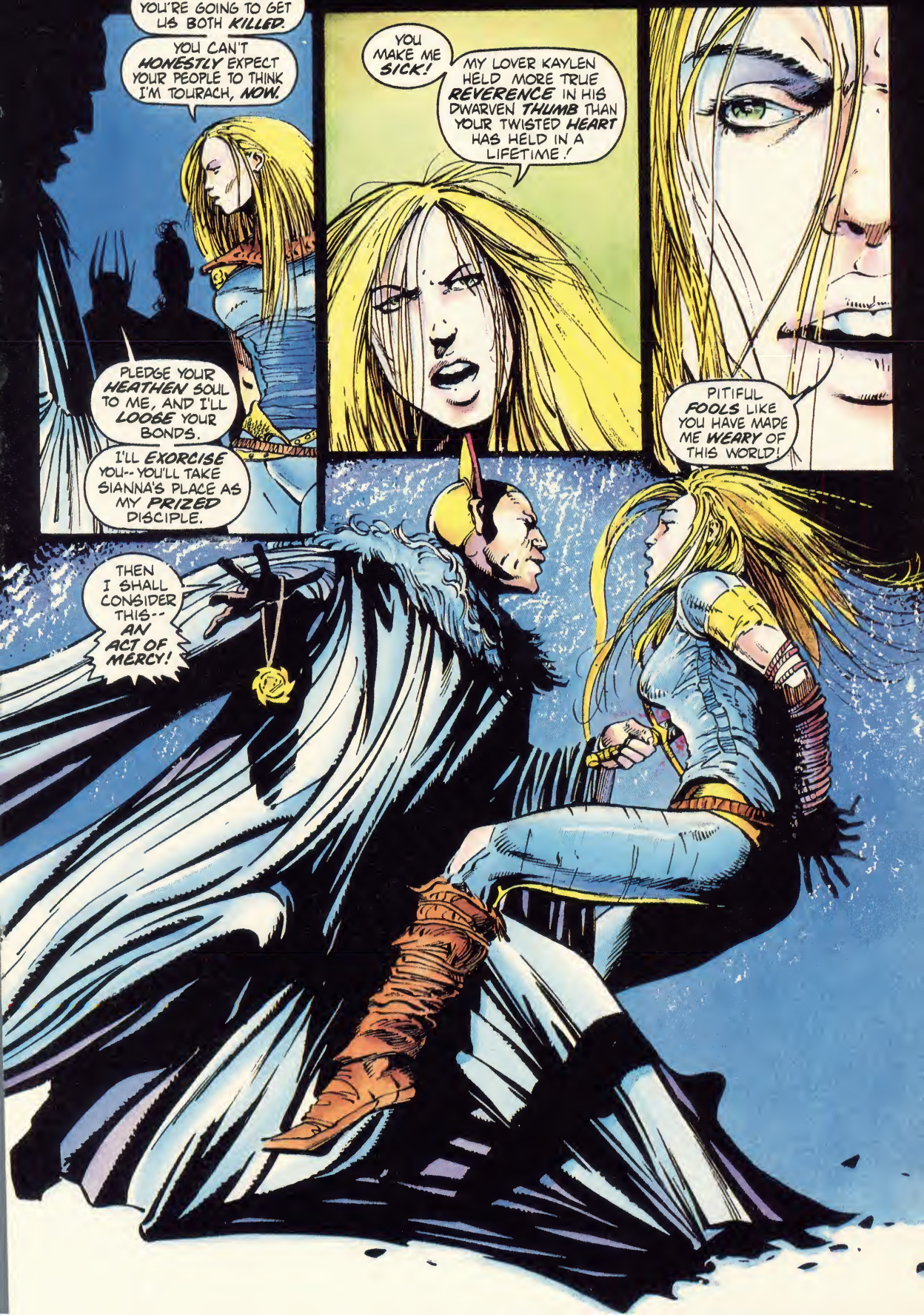
I'LL **EXORCISE**
YOU-- YOU'LL TAKE
SIANNA'S PLACE AS
MY **PRIZED**
DISCIPLE.

THEN
I SHALL
CONSIDER
THIS--
AN
ACT OF
MERCY!

YOU
MAKE ME
SICK!

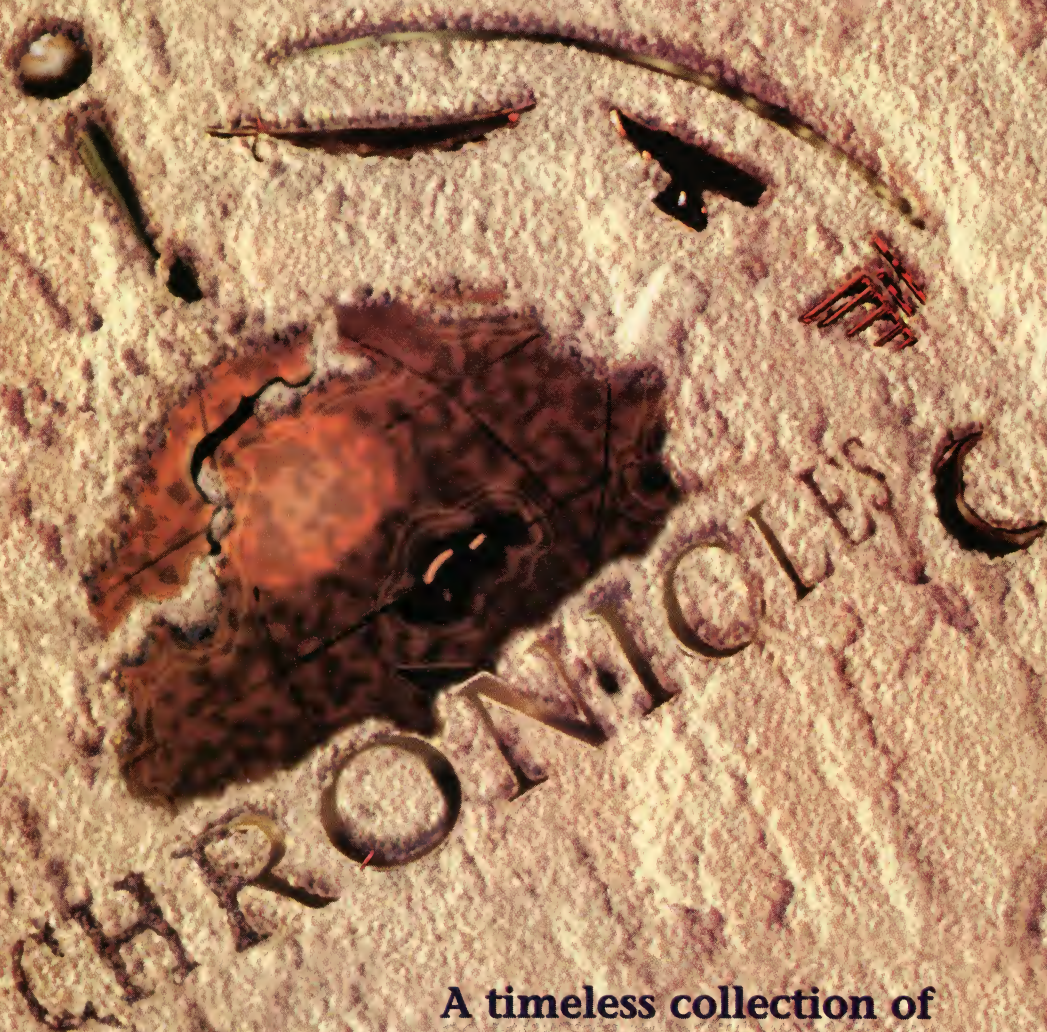
MY LOVER KAYLEN
HELD MORE TRUE
REVERENCE IN HIS
DWARVEN **THUMB** THAN
YOUR **TWISTED HEART**
HAS HELD IN A
LIFETIME!

PITIFUL
FOOLS LIKE
YOU HAVE MADE
ME **WEARY** OF
THIS WORLD!





REDISCOVERED TREASURES



A timeless collection of
Magic: The Gathering™ cards
summoned from previously
released limited expansion sets.
Available summer 1995.



12-CARD BOOSTER PACK \$2.00 • UNLIMITED EDITION

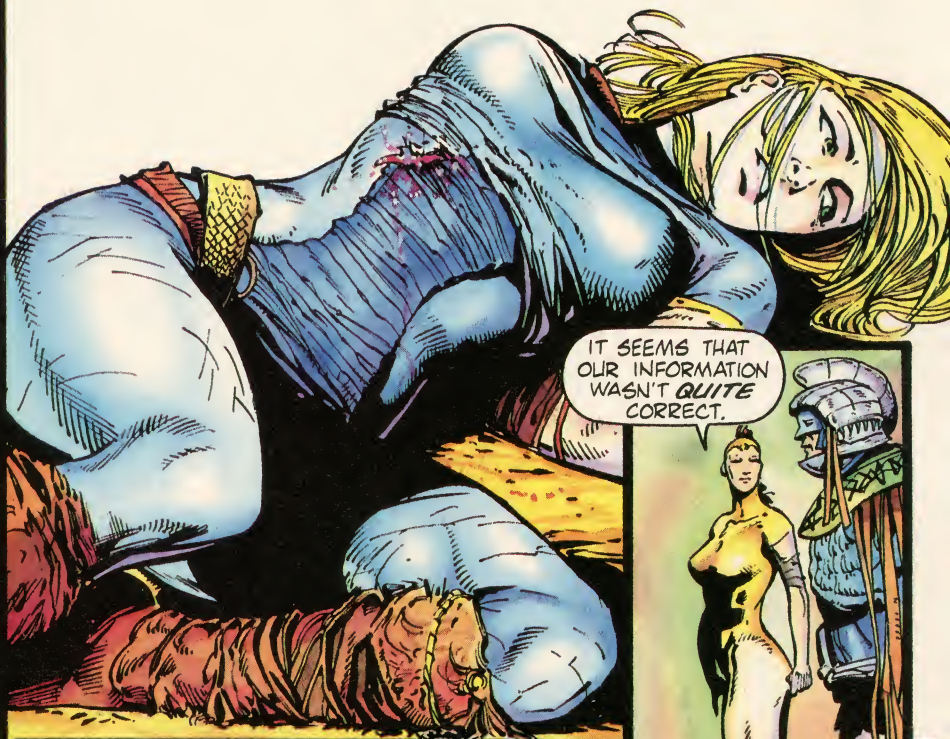
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TOURACH!

**I HAVE SLAIN
YOUR SERVANT
OF FLESH!**



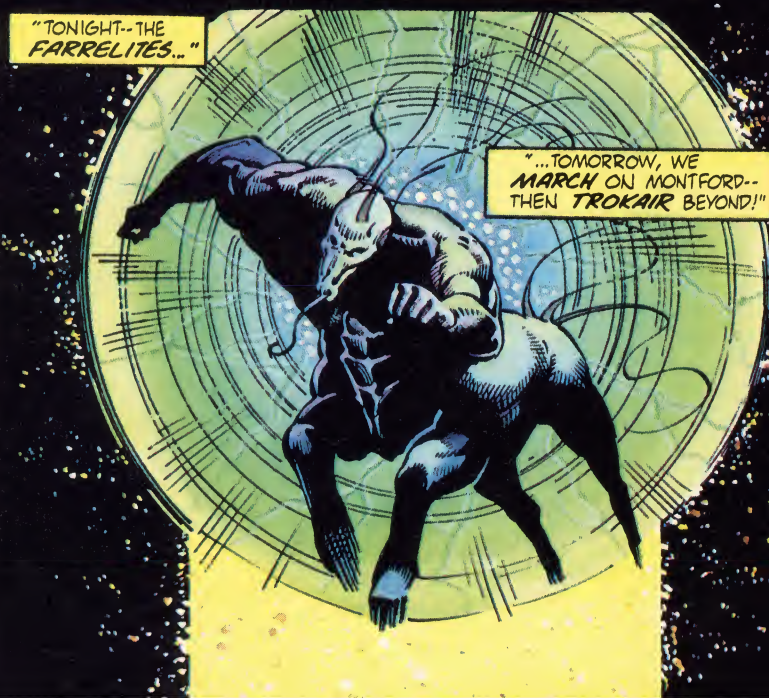
IT SEEMS THAT
OUR INFORMATION
WASN'T **QUITE**
CORRECT.

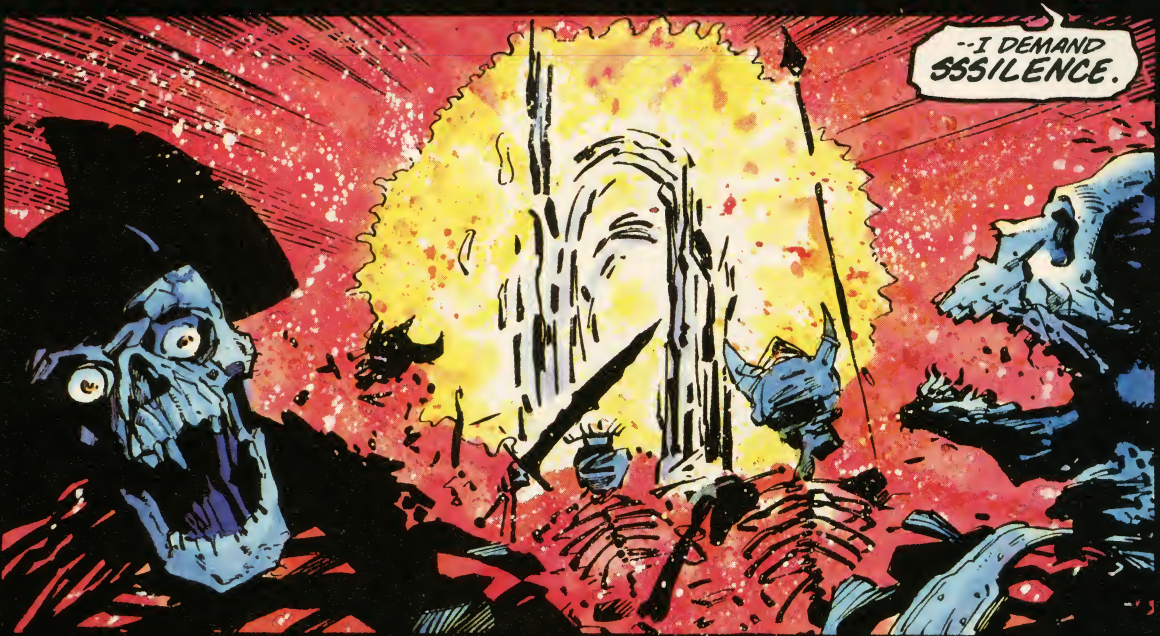


END THIS
BLASPHEMY
FOREVER!

**DEATH TO
THE EBON HAND!
DEATH TO THE
DESPOILERS!**









The next day, over
Montford town.

EBON HAND AGAINST
THRULL... FARRELITE
AGAINST LEITBLUR...
ELF AGAINST
THALLID... YOU
ARE
FRACTURED!

WEAK FROM
WITHIN!

SARPADIA
DESERVES
TO BE
CRUSHED!

ORCS!
GOBLINS!
SSSSPEED
FORTH--

--THROW
DOWN THIS
MISERABLE
EMPIRE!





TAKE
SSSOLACE IN
THE FIRE, SARPADIA
--I FEEL A CHILL
WIND FROM THE
NORTH!

ENJOY YOUR
SSSCREAMS--
THEY WILL SOON
BE MUFFLED
BENEATH SNOW
AND ICE.

WHAT
FOOLS YOU
ARE...AND
I?

I AM
THE DOOM
OF ALL
FOOLSSS.

Thus
the empires
fall.

MAGICTM *Signatures*

ADDRESS ALL LETTERS TO:

MAGIC SIGNATURES
Fallen Empires

Jeof Vita - Asst. Editor
c/o ACCLAIM COMICS
275 Seventh Avenue
New York, N.Y. 10001

Jeof Vita Asst. Editor

As cities crumbled and towers came crashing down, still you pressed on. For this, the entire Armada team would like to extend a hearty "thank you!" Apparently, our latest Magic: The Gathering endeavor, **Fallen Empires**, has been extremely well-received! The first issue has sold out completely, and advance word is that this issue's shock ending will make it quite the collector's item. As always, you are the lifeblood of this effort and we couldn't have done it without you.

If you took a glance at the line-up behind this book, you may have noticed some new names. Our penciller, Alexander Maleev, is a newcomer to the American comic book industry, but he's poised to take it by storm! A native of Bulgaria, Alex has brought his own unique visuals and a brilliant style to these books, and we couldn't be happier.

Our own Rodney Ramos has been inking Alex's pencils, deftly giving each line a life of its own. You may have seen Rodney's work over Rafael Kayanan in our sister title, **Ice Age on the World of Magic: The Gathering**. Rounding out the art crew is Michael Tuccinard who lays down the beautiful painted color that makes these pages sing. On the writing end, Armada Line Editor Jeff Gómez is joined by Wizards of the Coast's own Kevin Maples, who is realizing his life-long dream of writing for comics.

If you're just joining us, welcome to Armada and the Magic: The Gathering line of comics! Our goal with this and all of our Magic titles is to introduce you to the fantastic world of Dominaria. On each page, we do our best to bring the myths and legends of this world to life. This is our invitation to come and explore the myriad lands that make up Magic: The Gathering. To help you get started, we even included a Fallen Empires booster pack with the first issue, to give

you a taste of the many characters, factions, creatures, and artifacts that can be found in Sarpadia.

This might only be a two-issue miniseries, but that doesn't mean we don't want you to write in! Quite the contrary! We always count on you to let us know how you liked the books. In fact, the writer of the most insightful letter we receive on Fallen Empires will get a signed copy of **Magic: The Gathering -- Arabian Nights #1**, due out in August!

Though an entire civilization fell, there were those that stood witness and recorded what they saw. Let us turn to these historians to get a handle on the language, culture, and customs of the people of Sarpadia. What follows is a glossary and pronunciation guide so that you, too, will remember the beauty and the tragedy of the Fallen Empires.

Argoth (ARE-goth): A mythical land said to have been completely lost at the conclusion of the Antiquities War.

Derelor (DARE-el-or): An equine beast of the swamps.

Dominaria (Doh-mi-NAR-ee-a): The planet of which the continent of Sarpadia exists.

Oliver Farrel: Religious leader of an extremist faction of Icatians. His Farrelites believed in enforcing their beliefs with violence. After Farrel's death at the hands of Tev Loneglade, he became a martyr, and his Farrelites fought even harder as the empires fell.

Havenwood: A tremendous forest set in northern Sarpadia.

Icatia (I-KAY-sha): A powerful city of great strategic import; home to the Order of Leitbur and the Farrelites until it fell to the Ebon Hand before the onset of the Ice Age.

Loren (Lor-EN): Master Scout of the Elven Empire, his death widened political rifts among his people, to the point where the Thallids were ultimately able to overrun their creators.

Montford: An outpost town set to the south of Havenwood and northwest of Icatia.

Morgan: A Thelonite Druid, and advisor to the King of the Elven Empire; his schemes only served to erode his civilization.

Sarpadia (Sar-PAY-dee-a): A continent on the world of Dominaria, set far to the south of Terisrare.

Sianna of Montford (See-AHN-a): Farrel's prized disciple/concubine, her death also earned her martyrdom.

Terisrare (Ter-iss-ee-ARE): The immense continent upon which most of the Antiquities War was fought.

Tev Loneglade: One of the most powerful planeswalkers ever to walk the lands of Dominaria, he tripped into madness upon the murder of his beloved sister by Farrel. His wrath speeded the fall of Sarpadia's empires. He has since adopted the name Tevesh Szat.

Thallids (THAL-ids): Created by magicians of the starving Elven Empire for food, these plant-like cattle developed sentience, and ultimately overthrew their makers.

The Order of Leitbur (LEET-ber): A diplomatic faction of the plains, long in control of Icatia.

The Order of the Ebon Hand: A brutal, aggressive cult of the swamps that long coveted pivotal Icatia.

Thrulls: Hideous worker slaves of the Ebon Hand; like the Thallids, they rose against their masters.

Tourach (Too-ROK): The dark god of the Ebon Hand, said to appreciate the sacrifice of at least a limb, and at most...a human being.

Tymofin Loneglade: Born before even the Antiquities War, she had been kept alive for centuries by her planeswalker brother, Tev. Her death at the hands of Farrel sparked the fall of several Sarpadian empires.

Vaylesh (VAY-lesh): One of the high priestesses of the Order of the Ebon Hand, she meant to use Tym to provoke the Farrelites into open combat.

Right: Carlos Phoenix Jimenez contributes his vision of Fallen Empires.



Phoenix

Seer Analysis

by Shawn F. Carnes

Hello again, planeswalkers! Once again, we journey to the land of Sarpadia, the realm in which the Fallen Empires expansion of Magic: The Gathering is set. As always, I'm here to call the play-by-play as it relates to Magic. So, without delay, let's go straight to the action!

We'll start by taking a look at the opening scene in which Loren (the Scout from **Fallen Empires** #1) is at the mercy of the **Thallids** in the Havenwood Forest. Tev Loneglade (remember how I told you to keep an eye on him?) watches from the sidelines as the Thallids begin the process of eliminating Loren (who is actually the victim of **Thelonite Druid** Morgan's machinations from last issue). With some final semblance of mercy, Tev unleashes a Red magic assault against the Thallids via a **Fireball** spell.

The first thing to consider about the Fireball is the magnitude with which it devastates the Thallids. First of all, a Thallid is a 1/1 creature; a single Fireball is probably overkill when used on just one target. The neat Magic rule that allows for the "splitting" of a Fireball comes to light here. In the game, you can split a Fireball by adding one mana for each additional target. You must also divide the number of mana put into the spell by the number of targets the Fireball has.

As an example, to do a point of damage to four targets with a single Fireball, you will need to spend eight points of mana: one (which must be Red) to get the spell started, three more (of any color) for the three additional targets, and four (of any color) to spread out over the Fireballs. Couple this with the actual spell **Fork**, and you have the potential to devastate large numbers of 1/1 creatures.

So, for ten mana (three of

which have to be Red, as the Fork requires two Red mana), you could generate one Fireball with eight targets, each doing a point of damage. Tev Loneglade uses these techniques to unleash fiery death upon the Thallids.

The second crux of the story develops around Tymolin and her dealings with both the **Ebon Hand** (one of the Black forces of Fallen Empires) and **Farrelites** (one of the White). **The Order of the Ebon Hand** has captured Tymolin and is prepared to use her as bait; she will be used to lure in the Hand's nemesis, the Farrelites.

After Tym's shocking murder at Farrel's hands, Tev responds immediately—his anger and rage continuing the process of his bizarre transformation. As Priestess Vaylesh starts up the special effects machine, summoning the hideous **Derefor** upon the Farrelites, a Fireball streaks down from the sky to strike the foul creature. After an impassioned speech, Tev then utterly destroys both sides with yet another Fireball—this one im-mense! (How much mana would this teke?) All that remains are blackened skeletons.

Tev's rage doesn't stop here.

He moves on to **Montford** now looking hideously familiar to readers of **Ice Age on the World of Magic: The Gathering**, and brings havoc upon the town. He opens a **Planar Gate** over the town, from which hordes of **Orcs** and **Goblins** descend upon it en masse—bringing our tragic story full circle. Artistic license is applied here for the use of the Planar Gate. The spell itself doesn't actually bring forth creatures, but it makes them that much easier to cast should there be a colorless mana cost associated with them. Still, for the purposes of the story, it works.

I think this issue points out something very important when considering the dramatization of Magic: the Gathering. Planeswalkers are beings of immense power. They command extraordinary abilities of summoning and spellcraft, as Tev's actions this issue indicate. When playing the game and reading about it, consider this aspect. It will give you some insight into not only the dramatization of the game, but playing it as well. An incredible issue!

Until next time, may your personal empires never fall.



We've gotten hundreds of letters from readers asking whether an official Magic: The Gathering fan club exists. You're in luck! You can join the Duelists' Convocation by sending a check or money order for \$18 to: Wizards of the Coast, Duelist Convocation Membership, Dept. C, P.O. Box 707, Renton, WA 98057-0707. Don't forget to include your name, address, phone number, and a signature from a parent/guardian if you're under 18 years of age.

COMING IN JULY

Magic: The Gathering Special : The Nightmare #1

Enter the mysterious world of the dark steeds of the swamps in this exciting one-shot special based on one of the most rare and powerful creatures in Magic: The Gathering. Nightmares are supernatural horses occasionally bonded to wizards of Black mana. They streak angrily across the sky, leaving trails of fire in their wake.

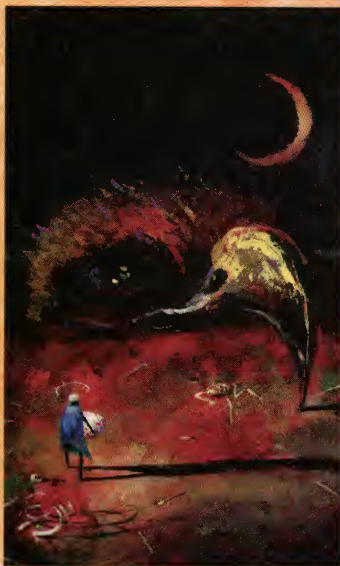
Hilary Bader, best known for her exciting and passionate episodes of *Star Trek: Deep Space 9* and *Star Trek: Voyager*, writes this darkly enchanting story, ably assisted by Valiant artists Anthony Castriello and Anibal Rodriguez. **Featuring a spectacular, new painted cover by Nightmare creator Melissa Benson!**



Antiquities War on the World of Magic: The Gathering #1

The greatest, most spectacular magical war in the history of Dominaria starts here! Based on events depicted in the Antiquities expansion of the Magic: The Gathering, we're introduced to **Urza** and **Mishra**, brothers destined for tragedy!

In this issue, we learn the story of the **Mightstone** and the **Weakstone**...and the origin of an enmity so sweeping that millions of lives were lost, and magical-mechanical monstrosities were brought forth from the fires of hatred during a war that lasted decades! Writer Jerry Prosser (*Animal Man*, *Skin Graft*, *Comics Greatest World*) lends this new series a sophisticated air, and Paul Smith makes his Armada debut. **Featuring a painted cover by George Pratt.**



Magic: The Gathering Wayfarer #1

On the world of Dominaria, a towering quest begins! Join the teenaged **Shadow Mage** Jared Carthalion as he explores the dangerous new land of Corondor. His ultimate goal—to unlock the secrets of magic, and finally become a true Planeswalker.

This issue, haunted by the revelation that his whole life was a lie, Jared stalks the plains...looking for trouble—and a legendary **D'Avenant Archer** is just the one to give it to him! Also, **Kristina**, who we met in *Ice Age #3*, and who will appear in this summer's *Worlds of Dominia* book from Wizards of the Coast becomes a series regular. **Featuring a fully painted chapter revealing the secrets of White magic by Dennis Calero, and a painted cover by renowned fantasy illustrator Michael Kaluta.**



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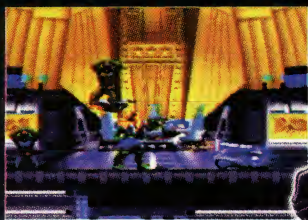
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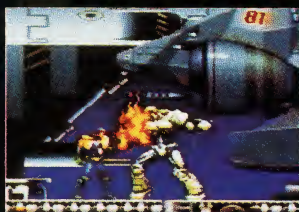


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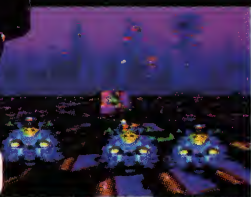
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